Trigonometric functions (Wave functions) in 3D space

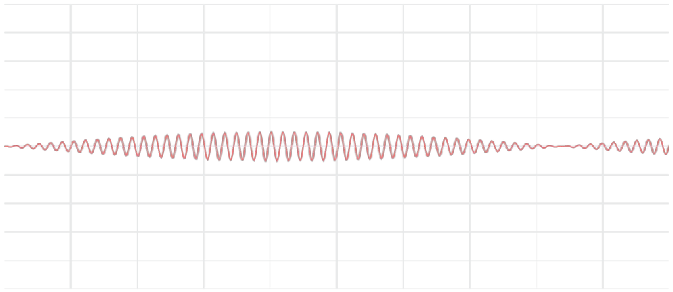
Use of these functions in 3D space. It can produce interesting results, in terms of shapes and their variability.

Here are a few examples, from simple to more complex.

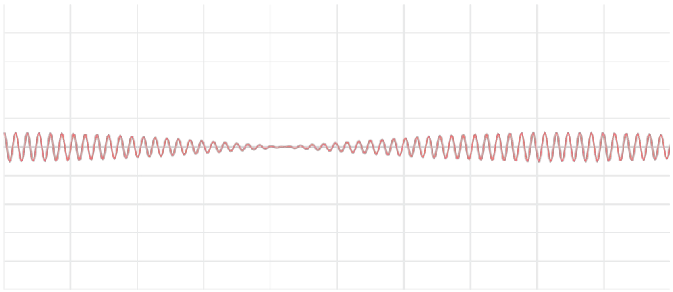
1. Sphere (x variable from 0 to 360)

Chart axis:

X = sin(x/ 96) * cos(x)

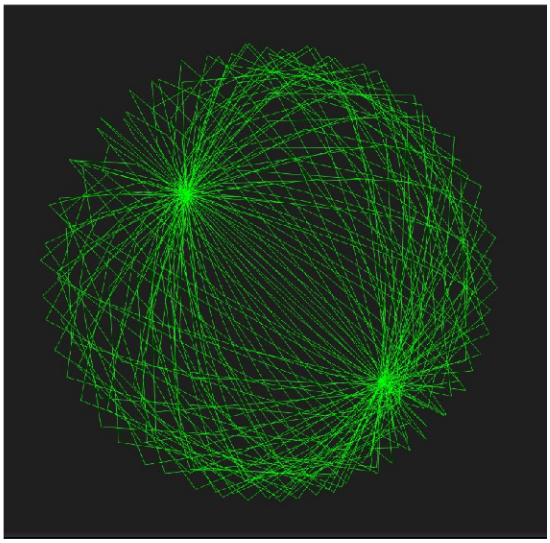


Y = cos(x/ 96) * cos(x)

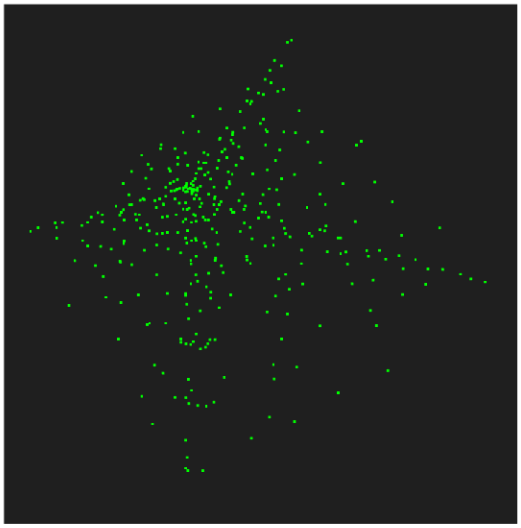


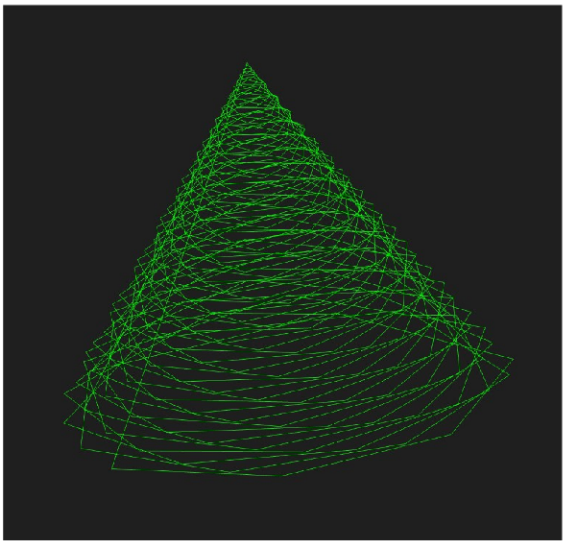
Z = sin(x)
(just sinus)

Overall visualization

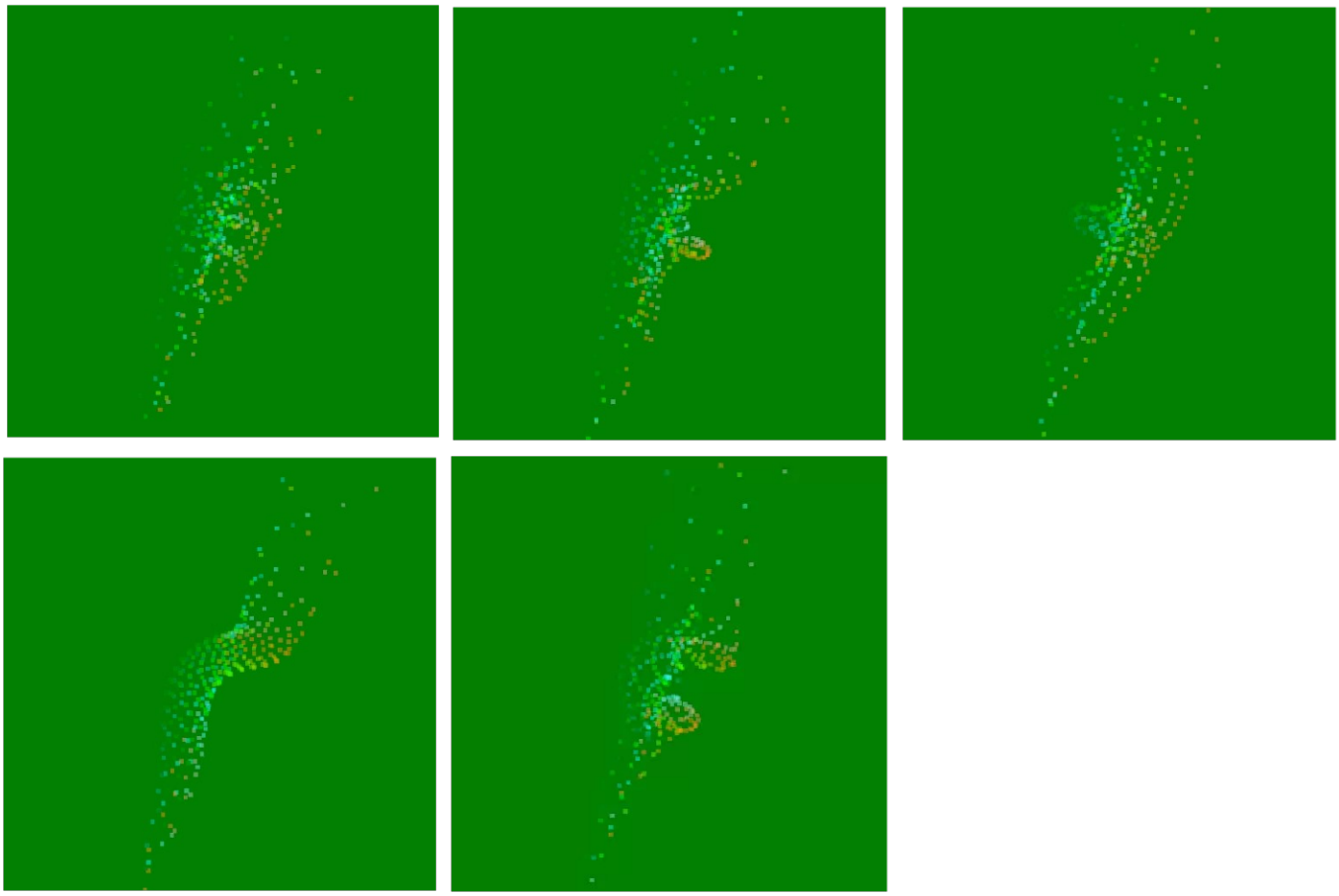


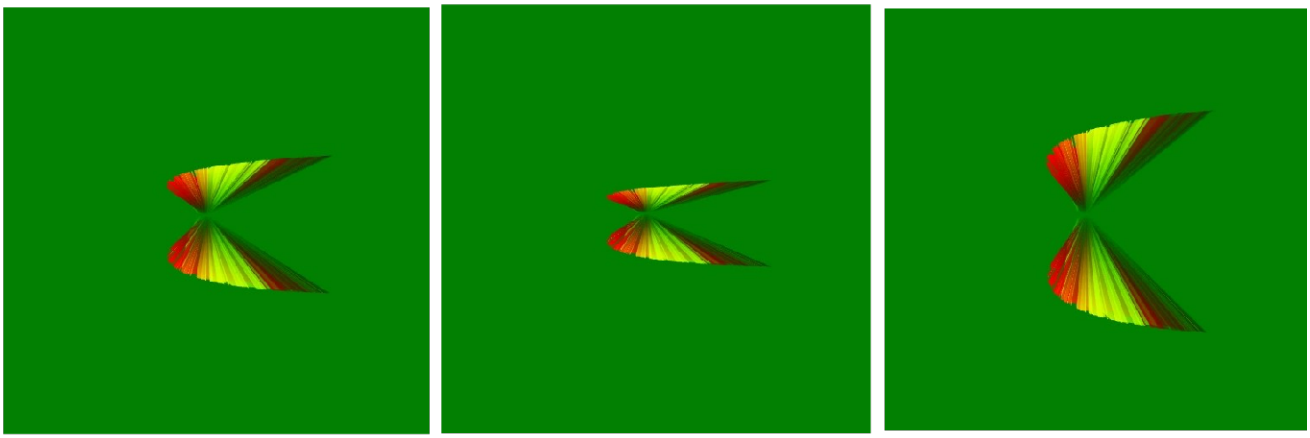
2. Other simple 3D Shapes – like before methods





3. Move phases example – Functions paramaters changed





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9457 A5C0 3519 AB1D FDFF B9E0 E7D6 B575 207F ED96

E146 81AB 762A F059 EB0B FEFA 61DA 596C 7A13 715B